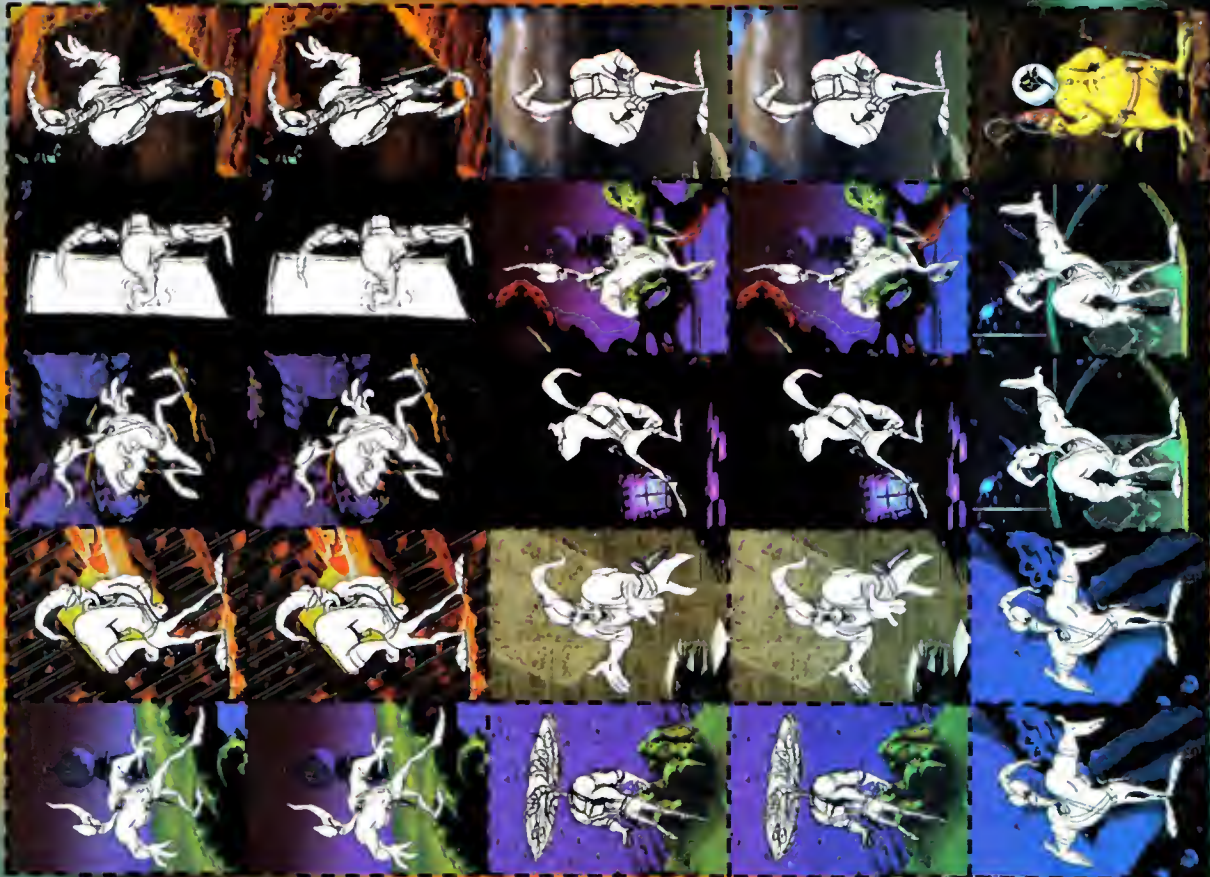


EARTH WORM
JIM





DumCowGame (No MSG)

Cut out the markers and board, and find some dice. Up to four players moove along the path to reach the old cow shed.

Start with your marker off the board, roll a die, and count the first space on the board as one. If you land on Psy-crow, you skip a turn. But land on Jim, and you get to roll again!

First one to the shed wins!

Jim Flipper

This game can be played alone, or with up to four players. Shuffle and place the 25 cards face down. Flip two per turn, removing any matching pairs from the board. If they're not a match, flip 'em back over. If you're unlucky enough to flip the Psy-crow card, you lose two of your matches. The flipper with the most matches wins! If playing alone, count how many turns it takes you to clear the board: under 20 = Genius, 20-25 = Pretty Dorn Good, 30 or more, concentrate!